

**Amendments to the Specification:**

Please amend the specification by replacing the identified paragraph(s) with the following replacement paragraph(s):

Paragraph 0040 on pages 18-19

[0040] Control layer 201 components use the core layer 211 components to perform higher-level tasks in a simpler way. Typically a control layer component will use many different core layer components for a given task. For instance, playing back a multimedia file will involve a media source to read the file from disk and parse the data, one or more transforms to decompress the compressed multimedia data, and one or more media sinks to display the multimedia data. Control layer 201 includes media engine 260, which interacts with application 202 to receive and send media streams, media session 240, media processor 220 and topology loader 250, shown within media session 240. Topology loader 250 is a control layer component responsible for describing the data flow between the core layer components. A control layer components can be configured to avoid access to the more primitive core-level components used by the control layer. Data flows through system beginning with a media source 210 flowing through the media session 240 to media processor 220 and an output at media sink 230. Media processor 220 runs a pipeline of media sources and other components in the topology. Media session 240 guides when events in a topology occur, and the topology loader 250 ensures that events prescribed in a topology occur. The media session 240 also configures the media processor 220 and consumes the samples returned by the media processor 220 210.

Type of Response: Amendment  
Application Number: 10/635730  
Attorney Docket Number: 302132.01  
Filing Date: 08/06/2003

It does this in the context of the media engine 260 and sends the samples from the media processor 220 to the media sinks it has negotiated with the caller of the media engine 260 (e.g., application 202). The Components in a topology include media source 210 components and media sink 230 components as well as other nodes. The media foundation system 200 provides interfaces and a layout for connecting streaming media objects. The system allows a user to specify connections between generic or specified sources, transforms, and sink objects via a symbolic abstraction using a topology concept.

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